ColecoVision

XONOX™

SLURPY

— Instructions —

99061-9-4

SLURPY

Far beneath the earth's crust, for a thousand years, a titanic struggle between good and evil has raged. The CAVE PHANTOM, an angry demon, wanders through the black caverns just below the surface — ever searching for a way to take revenge on the outer world after Merlin banished him to darkness. Just below the PHANTOM'S kingdom lies Middle Earth, where friendly creatures called VUCUMUSES dart through the colorful stalactites and stalagmites. Every 100 years, one brave VACUMUS is dispatched to the upper kingdom of the CAVE PHANTOM to keep watch and prevent it from spreading evil to the outer world. Today, the VACUMUS is SLURPY! SLURPY'S only strength lies in his long snout, which enables him to suck in and swallow nearly every living creature within the caves. Now, the CAVE PHANTOM has brought to life a hoard of demon-mutants! They are multiplying quickly! And when their numbers grow to sufficient strength, they will pour out of all the caves on the surface, spreading poison and death! Your task — slurp up these viperous devils while avoiding their vicious attacks. And BEWARE —the CAVE PHANTOM is ever lurking — invisible — ready to strike!

GAME OBJECTIVE:

SLURPY must prevent the CAVE PHANTOM'S evil from spreading to the outer world and the only way he can do this is by sucking in and swallowing every creature in the caves. But take care; the invisible CAVE PHANTOM can strike at any time! Fast moving game for one or two players.

TO LOAD:

1. Hook up your video game system. Follow the manufacturer's directions.
2. With the power "OFF", plug the game cartridge into your video game system.
3. Now turn the power on. If no picture appears, check connection of your game console to TV; then repeat steps 1, and 2 , and press RESET.

NOTE: Always turn the console power switch "OFF" when inserting or removing a XONOX cartridge. This will protect the electronic components and help prolong the life of your XONOX games.

TO PLAY:

The direction SLURPY faces on the screen can be flipped back and forth by pressing the firebutton. SLURPY can be moved eight positions on the joystick.

When the powerful vortex in front of SLURPY'S snout-like mouth comes in contact with any creature on the screen, SLURPY automatically eats the creature by slurping it up. When SLURPY is slurping a creature through his snout-like mouth, a press of the firebutton causes him to spit out the creature.

NOTE: SLURPY can move while in the middle of slurping, and sometimes will have to, to avoid being killed.

INSTRUCTIONS

TO SCORE:

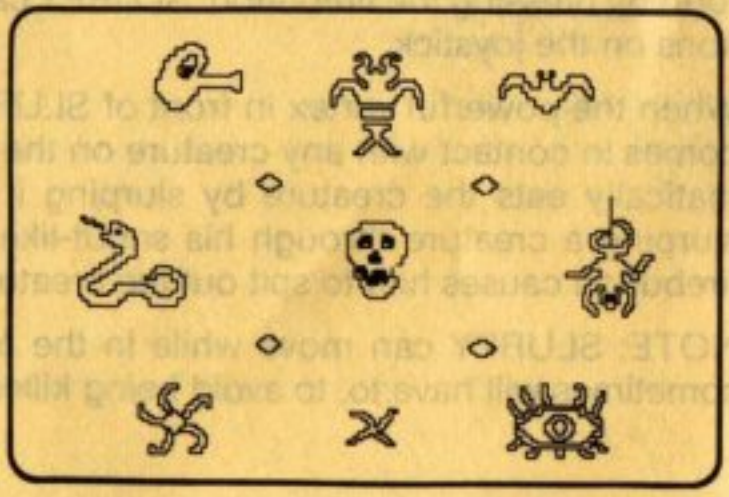
The player scores points for every creature slurped. The player scores basepoints for the creature, multiplied by the number of the cave SLURPY is in. The creatures basepoints are as follows:

CREATURE	BASE POINTS
GLOWBUG	5
CAVE BUG	20
CAVE BIRD	30
WIDOWMAKER	60
CREEPER	70
SERPENT	80
CAVE PHANTOM	90
CREEPER'S DEATHBALL	CAN'T BE SLURPED OR TOUCHED
EVIL EYE	CAN'T BE SLURPED OR TOUCHED
RED DEATH	CAN'T BE SLURPED OR TOUCHED

NOTE: The CAVE PHANTOM is poisonous when visible and can be slurped successfully only when invisible. The player will have to estimate the whereabouts of the invisible CAVE PHANTOM.

GAME LAYOUT & PLAY ACTION:

SLURPY turns blue when slurping something good to eat. SLURPY turns red when slurping something poisonous, and must spit it out before it kills him.



SLURPY'S main food is the blue GLOWBUG, a small flying creature that looks like a small blue glowing ball. When SLURPY eats all the GLOWBUGS in a cave, he advances to the next cave (where conditions are slightly more difficult) and he continues eating.

Chemical conditions in the cave cause the GLOWBUGS to change from blue to red or gold. The red GLOWBUG is poisonous and will kill SLURPY if swallowed.

The gold GLOWBUG, when swallowed, makes SLURPY golden. This strengthens SLURPY so that he can safely take one hit from his cave enemies or swallow one poisonous creature without dying.

Except for the GLOWBUGS, SLURPY must avoid contact with all of the cave creatures. If any creature touches SLURPY'S body, SLURPY will die. The only way SLURPY can overcome them is to slurp them up through the vortex of his powerful snout-like mouth. NOTE: SLURPY can only slurp one creature at a time. He will die if he tries to slurp two creatures at once.

RESTARTING THE GAME:

Pressing the RESTORE button will start the game over, preserving the previous high score.

EXTRA LIVES:

Each player starts the game with three SLURPY lives. Players gain one additional SLURPY life at 1,000, 5,000, 10,000, 20,000 and 50,000 points thereafter.

INSTRUCTIONS cont.

EGG HATCHING:

At the bottom of the cave are a dozen eggs which hatch as CAVE BUGS or CAVE BIRDS whenever hit by a red GLOWBUG or by another cave creature of any color. Soon after an egg has hatched, either a CAVE BUG or a CAVE BIRD will come flying from one side of the cave (farthest from the old egg space) and lay a new egg. If this creature is slurped before the egg is laid, then the egg will never be laid.

THE EARTHQUAKE:

The PHANTOM'S caves are unstable and earthquakes are common. When an earthquake occurs, SLURPY quickly has to slurp up the remaining GLOWBUGS to escape to the next cave. Otherwise, the falling stalactites will soon kill him.

DIFFICULT CAVES:

As SLURPY advances from cave to cave, each cave becomes successively more difficult. The most difficult caves contain a few creatures not found in easier caves. The EVIL EYE does not appear until intermediately difficult caves. The RED DEATH, a deadly type of cave whirlwind, appears only in the difficult caves, and then only rarely. Yellow eggs which hatch into yellow CAVE BIRDS appear only in difficult caves. They are similar to blue CAVE BIRDS, except they are faster, smarter, and more deadly.

WINNERS LOG

Name	Date	High Score